

Comrades In Arms

19



Comrades In Arms is the fountainhead of the variant renaissance. I am Tom Swider, publisher. The games we play here include Dune (AH), Final Conflict (a Global-Thermonuclear Diplomacy variant), Kremlin (AH), Railway Rivals (Games Workshop), Runestone Poll Diplomacy (a variant on megadip), Vacation Diplomacy III (by Dan Kyzynski), Sea of Despair (reader interaction game) and VANDALS! (Fall of the Roman Empire Diplomacy variant). No gamefees.

To receive Comrades In Arms, you must sign up for a game or contribute articles or artwork (about twice a year). I will not accept new trades or new subbers not signing up for a game until further notice.

Game Openings

Northern Ireland: GM Paul Kenny. Based on Modern Northern Ireland. Rules available upon request (printed in Issue #11). Need seven volunteers. Signed up: Brad Wilson, Robert Belle, Maurice Page, Nick Dowling, Dan Wilson and Riley Hamilton.

Standby Players

Being a standby assures your subscription to the xyn. Let me know if you wish to standby and for which games. List any games which is being GMed or which appears in the Game Openings.

STANDBY PLAYERS: Mark Strouthes (any), David Anderson (any but RR), Ran Ben-Israel (Dune), Jeff Bohner (RR), Pete Gaughan (FC, Vandals), Spike van Robart (RP Dip), Jack McHugh (Kremlin, Northern Ireland), Nick Dowling (any), Jim Nickel (RP Dip), Martin Snow (RP Dip), Riley Hamilton (FC and VANDALS!), David Hood (Dune) and James Goode (RR & VANDALS!).

I guess the big news right now is that I just bought an ITT AT Compatible computer. Yes, I go against hobby tradition and avoid the Macintosh, but I already know the MS-DOS software so well that I have to stick with a good thing. The set up that I have includes 768K, a 20 meg hard disk and an EGA monitor, which looks mahvalous! The only way you will be able to tell the difference between my Atari and the new computer is fewer typos. The Atari keyboard isn't good for a touch typist, and the word processing program (Paperclip) isn't quick enough to keep up with my fingers. As a result, the computer either drops a letter or doubles the letter when it "wordwraps" to the beginning of a line on the screen.

At work, we have three word processing programs which I teach -- Word Perfect, Multi-Mate and PFS: Professional Write. Out of the three, I am more inclined to use Professional Write at home for a few reasons. First of all, it is the easiest to use and has all of the necessary features. Secondly, it has an address book built into the program, making mail merges and mailing labels easier to produce. It also is the only word processing program with a security system -- files can be secured with a password and can never be accessed unless you know the password.

The printer is still my trusty Sears 2300 typewriter. Gives it the "old fashioned" look. Maybe when I can afford to throw some money away I'll get a laser printer? MS-DOS has some rather good desktop publishing programs. PFS: First Publisher has all sorts of neat tricks it can pull. And I might be able to use a laser printer at the college.

Games in this issue: Arex, Boulderdash, Firepower, and Vacation Diplomacy. Glasnost is delayed and has the same deadline as Kaizen, Sea of Dispair and Sinistar: August 20th.

Comrades In Arms is a Pentagram Publication. All Pentagram xyns are "Five Star" publications.

STANDARD DEVIATION

By Paul Kenny

South Jersey's One Subzine for all the news that print to fit!

VACATION DIP III - 1988 Vrm

MOST POWERS BUILD BUT GERMANY.

WINTER 1901

AUSTRIA (Cheek): Build a VIE. Has: VF BAL, A TRI, A VIE, A SER, F ALB.
 ENGLAND (Wilson): Build f LVP f EDI. Has: VF ION, f LVP, f EDI, A LON, F HOL, F NWY.
 FRANCE (Hess): Has: VA SYR, A GAS, A BEL, F ENG.
 GERMANY (Broom): A TYR, A KIE, F HEL, VF GRE.
 ITALY (Richter): Builds A ROM. Has A ROM, F TUN, F NAP, A VEN VF IRE.
 RUSSIA (Laboon): VF LYO, F SWE, A RUM, F BLK, A MOS.
 TURKEY (Cox): VF MAO, A SMY, F AEG, A BUL.

(country / build / SC's / current strength)

AUSTRIA: Build A Vienna ; 4 / 4+1.
 ENGLAND: Build F Lon, F Liv ; 5 / 5+1.
 FRANCE: Build F Mars ; 4 / 4+1.
 GERMANY: NBR!!! ; 3 / 3+1.
 ITALY: Build A Rome ,Only has room for one build.; 4 / 4+1.
 RUSSIA: Build A War, F St. Pete (south coast) ; 6 / 6+1.
 TURKEY: Build F Cons ; 4 / 4+1.

PRESS:

Austria to Italy: He that is never suspected is either very much esteemed or very much despised!

Austria to Russia: No one can be good for long if goodness is not in demand!

Russia to France: Too Bad; Nice Try.

Russia to Germany: We can get along or you can sink with your ally in the West. ((I think Germany is sinking on his own.))

Turkey to England: God Save The King!

Turkey to Russia: God? Save The Czar!

Turkey to Italy: Let's clean this shit out of the Mediterranean region (exc. England's fleet).
 ((I'd make a comment about excrement here but I think most reading this can guess what I would say.))

As you can see, Robert Cheek is back as the Austrian leader. I would have missed his press had he NMRed out. Glad to still have you with us, Robert. And many Thanks to David Anderson for submitting unused standby builds. Er, could you submit moves for Germany? Unfortunately, there was a No Build Recieved for the German position. Dan, hope to hear from you soon.

Well, the negotiations should be hot and heavy, as Jim-Bob Burgess would put it. Can't wait to see these moves.

DEADLINE FOR SPRING 1902 IS: August 20, 1988.

ONE SMALL VOICE

ROGER COX

(July 15, 1988)

Just sitting here at work, listening to CCR on the jambox and decided to drop you guys a line. Hope that work and school have not been too tough--hang in there, I thought it would never end.

As for my humble contribution to "One Small Voice" (and probably my last), I feel it is my duty to respond to the reference to my being an "Obvious Redneck", made by one Mike Barno. In the first place, he is correct in that he needs to do some more research, since he does not know the difference between a "really good, mutually fulfilling sexual experience" and a good fuck. I suggest he read Fear of Flying, Everything You Always Wanted To Know About Sex, or any number of "Playboy" Forums, if he is old enough for such material. If not, I guess he'll have to keep jerking off in the shower and fantasize.

Secondly, I am far from being a redneck, but I would be happy to introduce him to a few, should he ever bring his narrow ass down to Dixieland. The necks I know make New York criminals look like Spanky and the Little Rascals.

And Tom, thanks for sticking up for me.

[Paul seems to be making it, slowly but surely. It ends, but the ending is sort of a let-down. Especially when you don't get that 25K job you've dreamed about for four years.]

[Hello there! Make it six years, I can't wait to get it over with and 25K is average starting starting engineering salary. But, I'm not totally in it for the money. If I was, I'd have listened to my mother and gone into finance.--Paul.]]

[Roger, you seem to have involved yourself in AHIKS and several postal games in the past. You also mentioned an AHIKS publication called K. You then may be familiar with the fact that "shit happens", just as Mike had referred to you as an "Obvious Redneck". This isn't the first nor the last time somebody has offended or been offended in a postal Dip xyn.]

[To cite an example, a guy who wrote a convention report stated that a well-known publisher (at that time) appeared to be a homosexual. This controversy swept Dipdom for over a year, and lead into a series of arguments. In this cases, the publisher was caught in a Catch 22 situation; further denials seemed to make him look worse, either because others would think of him as gay, or because he was a chronic bickerer. It would have been best if he made one simple statement and left it at that...which seems to be your intent.]

[Mike Barno might have meant his comment to be taken "not so seriously". That's easy for me to say, I guess, since I wasn't the target. You would be more likely to find Mike at a car race track drinking beers than at the Metropolitan Opera.]

[If you plan to stop contributing to "One Small Voice", I at least hope that you'll still keep in touch with Paul and myself.]

DAVID HOOD

(July 14, 1988)

Comrades In Arms looks pretty good to me. Sign me up as a standby in Dune. The discussion on drugs is rather interesting, so let me jump into the fray a little bit myself.

There is no question that legalizing drugs would have some positive ramifications in terms of lower prices, safer chemicals, and less control by organized crime (assuming all drugs were legalized, as you pointed out I believe). But these utilitarian advantages to legalization pale in comparison to the broader philosophical issue at stake: individual liberty.

I strongly reject the notion that government exists to protect people from themselves. Given the inherently subjective and non-universal basis for the actions people take in the privacy of their own lives, it is not only unethical but unworkable to attempt to force one person's subjective condemnation of drug use onto other people. Now this argument does not hold in the case of someone who goes out stoned and runs over a pedestrian on the street. In that case, the autonomy of that victim has been violated by the physical force of another--so government would be justified in prosecuting the drug user for murder or manslaughter, but not for drug use.

Arguing that drug use should be illegal due to its harmful side-effects or addictive qualities is invalid on its face [value] unless the argument is extended to all other human activities. Under this kind of paternalistic regime; it should be illegal to consume alcohol or tobacco, to engage in the sport of auto racing, to invest in a bad stock, or to travel to Lebanon. All of these actions

are potentially harmful to the person who engages in them--yet government has not yet invaded our private spheres to that extent. Of course, if someone had said that the state of North Carolina would require me to wear my seat belt ten years ago, I would have told them they were crazy!

Paternalists may argue that, indeed, some very dangerous activities (drug use, self-mutilation) should be controlled because they cause massive public health expenditures in the long run. But this is only an argument to phase out tax-supported health care, not too make someone join a system, then use their membership as an excuse to further restrict their freedom.

Clearly anyone who supports drug criminalization cannot coherently believe in any kind of personal liberty. If we allow people to make their own decisions regarding religion or political views, then we should allow people to make their own decisions regarding intake of chocolate, or fatty foods, or cocaine. Human liberty is essentially an indivisible quality--once we allow the majority to control our decisions about seat belts or gambling, or drug use, then our other freedoms cannot be far behind!

[I thought that you brought up some good points that merit some discussion. I cannot help but think that some of this came right out of some textbook. But I digress...

[Governments in general interfere in our lives. Laws and taxes disrupt a number of activities that in which we as citizens can engage. But government in return provides us with some benefits in return--mainly "order" (instead of chaos). How many roads, shops, televisions, breweries and schools would we have if the United States was just a mere collection of individuals?

[Despite my usual "Randian" philosophy, societies generally give us more than we contribute. In return, we bend in to the mores of the society. If the society deems an act "unforgivable", then it becomes law. Drug use, sodomy and polygamy are currently amongst them. This is the price we pay.

[I reject the notion that "total freedom" is possible. Like capitalism and socialism, there is no such thing as pure freedom or pure slavery. Some laws which are geared towards a "greater good" won't result in the downfall of the free man.

[Shouldn't the government have the right to try to protect people, if they are behaving like idiots? Take for example a five year old child. Isn't the government violating the basic human rights of freedom by forcing him to go to school? Or how about the parent that makes the child eat his vegetables?

[Most people as a whole don't have the brains to make logical and rational political decisions; this is why we have the house of representatives and the electoral colleges. People such as Hamilton argued that the people don't have the ability to rule themselves, so guardians are elected to make decisions for the majority of people.

[I like to think that game players in general have a higher level of intelligence than most people (being able to understand rulebooks isn't exactly easy). The paternalistic method should be used if a majority of the people were capable of making decisions which would improve society. At work and in the news, I am always being reminded of how stupid a great number of people are. If most people could read and comprehend, then I would agree with you. The United States has one of the largest illiteracy rates per capita, and a high murder and violent crimes rate to boot. Then again, we could let everyone do as they wish and let some of the wackos die off due to their own stupidity.]

SPIKE VAN ROBERT

AutoBio

(Undated)

Red Sox fanatic, hex gamer; read mysteries, SF, baseball books, and science books and mags. Wife and two kids (7 and 5); MS in Math; work as a statistician/scientific programmer. Knee-jerk bleeding-heart liberal; staff phones at crisis hot-line, distribute food to needy/homeless, and all that soft-hearted stuff.

[That's another topic--the homeless. Someone visit the country told me that they were shocked to see as many homeless people. The economic figures aren't as accurate when you realize that you can't be accounted for if you have no address... The sad part is that there are jobs out there, but there are some attitude problems that have to be overcome before "jobless" people can be gainfully employed.]

[Come on, Spike. Tell me which country you are playing. Are you Russia?

[It was nice meeting you at Clonecon and at Atlanticon. You were lucky that you didn't play 1830; played the worst game in my life. Better bone up on it for the Vertigo games... Any thought of showing up?]



FOOT IN MOUTH

Vol. II Number 4

PENTAGRAM PUBLICATION



July 15, 1988

Howdy people, and welcome to FIM, the #1 roving subzine in the world, and the sole survivor of the Bruce Linsey coupe. Yep, all of the other roving s - zines are gone. This product is put out by me, John Caruso. Accept no substitute.

This issue is appearing in Tom Swider's fine zine- COMRADES IN ARMS. Tom was the 2nd person to request 1 of these little gems. If you too want to be graced with 1 of these, just drop me a line and request 1, with the topic of your choice, if you have 1, and I'll create the masterpiece, like DaVinci in church, Beethoven on stage, Martin in Rockville. Or you can roll the dice and let me design my own scenario.

AND THE CRUSADE GOES ON! SEEKING THE TRUTH! THE QUEST FOR PEACE! VICTORY OVER EVIL! DARKSIDE BUSTERS! HIDE YOUR SS #! WITHHOLD YOUR PARENTS ADDRESS!

I see Tom volunteered me to play in KREMLIN. I enjoyed the game Tom, but don't you think it would be a bit difficult for me to play without owning a copy of the game? I'll give it shot, but I think you'd better send along a copy of the rules, at a minimum.

I read your letter column with interest, especially the drug issue. Let me go on record here and now as stating- I AM FOR LEGALIZING POT SMOKING! Not for the reasons everyone is giving, well I guess its for some of those reasons but then again, not really. It would eliminate the nuisance crime involved.

While pot is not "deadly" dangerous, don't be fooled by those who tell you its harmless. It isn't harmless, if abused, just like anything else. In moderation, pot can actually be good for you. How do I figure? Well if you do pot, you'll have no need for other drugs, after all, the estute in CIA have deduced that pot doesn't lead to other drugs (tho I never met a coke, heroin, LSD or other abuser of drugs, that didn't either start with or do pot too). So by legalizing pot, there'll be no more need for cocaine, heroin, PCP, LSD and all the other more harmful drugs. Pot goes for \$1 a hit. Just imagine- the cigarette companies growing pot, packaging it and lowering the price, like Barno says to, lets say \$2 a pack of 20. This would give new meaning to the terms "3 pack a day smoker". Why give it away free or at cost, as Von Metzke states. This is America, land of the free, home of the brave, and center of capitalism. Sell it at a profit. \$2 a pack ought to net the companies a zillio dollars a year extra. Just think, maybe all cigarette smokers will "kick the habit" and come over to the "high" side. Imagine how many non-smokers would be ecstatic over the thought of legalizing their weed? They wouldn't have to fight for "non-smoking areas" at cons and the such, while sneaking pot in the toilet (then again, I suppose the no-smoking rules would govern pot smokers too) Just think, instead of pot smokers getting a fine from a cop for smoking on the job, they could lose their job for getting "high" on the job, just like alcohol drinkers now face-the stiff penalties.

Pot can perk you up when you're down too. Just think, if you're depressed every day, day after day, you could cop a joint once an hour and feel "good".

Pot provides a minimum daily requirement of minerals that you wouldn't get if you just drank beer or smoked cigarettes.

Legalizing pot won't provide more grower jobs, since the growers already have their pickers. Packing firm is likewise fully employed. Retail outlets? No way to find new jobs there either. Pot will just be sold where cigs used to be. I suppose a "few token jobs" might appear, but overall, it won't help stimulate the economy or reduce the deficit as has been suggested. (Do my thinking- anyone who offers the economic argument is probably "desperate" for drugs to be legalized. I mean, gag me with a spoon- deficit reducing?)

The dumbest idea, however, that I read was from none other than one of STONAGERS himse!f- Uncle Connie, Von Metzke. That idea being to legalize

Take care, and have fun.....



AREX

Railway Rivals Map B

Turn 2

CURRY <Theo Clarke>: 2A: F64. 2B: (F64) D63. 2C: (D63) Leicester-D58.

BL <Melinda Holley>: 2A: (Preston) E4-F3. 2B: (F3) G4-Burnley. 2C: (Burnley) I4-J4-K4-L3-Bradford.

POW <Wallace Nicoll>: 2A: (J26) K26-K25. 2B: (K25) L24-L23. 2C: (L23) L21-M21-M19.

MNL <Mark Strouthes>: 2A: (Manchester) H8-I9. 2B: (I9) I11. 2C: (Preston) E4-F3-G4-Burnley (I11)-I12.

DRIVEL <Conrad von Metzke>: 2A: (G25) H24-H23. 2B: (H23) J22. 2C: (J22) J21-Birmingham (J21) J19-Wolverhampton.

GSL <Spike van Robart>: 2A: (D10) F11. 2B: (F11) H12. 2C: (H12) Stoke-I14-K15 (Stoke) I12.

Accounts After Turn 1: CURRY= 20 + 6 (Leicester) = **26**. BL= 26 + 12 (Burnley + Bradford) + 15 (MNL) = **53**. POW= **26** MNL= 26 - 15 (Preston to Burnley) = **11**. DRIVEL= 20 + 12 (Birmingham + Wolverhampton) = **32**. GSL= 26 + 6 (Stoke) = **32**.

Rolls for turn 3: 6/5/2

PRESS:

ANONYMOUS: Ho, ho! Those Prestonites should have done some talking!

ARIES: Not exactly press, but a player had wrote me saying, "The ideal network on this map is to link up Coventry with London and Bristol, and Derby with Hull and Preston, and join Coventry and Derby--I fear that this map is played too often, hence the race between the three southern starters." Interesting and true to a degree, but with more players in the game, the less likely it is to approach "the perfect line". One player noted that my "build a line through the middle of the board and then make 'leech lines' into other players' networks" seems to work well, as you can afford to stop building sooner than the other players.

I'll even go out on a limb and disagree that Bristol and Newport are unnecessary for victory.

TURN THREE BUILDS ARE DUE: August 20, 1988.

BOULDERDASH

VANDALS! (1988 O/h)

441 A.D. Builds

FRANKS <Brad Wilson>: Build c VET. Has 2d; c VET a COL k COL a VET a VET c VET f MBr.

GOTHS <John Caruso>: Build c BUR. Has 1d; c QUA a QUA c QUA k AQN; a BUR a BUR c BUR c IAZ; a IAZ.

HUNS <David Anderson>: Build a SAR (Insufficient funds). Has 2d; a SAR c CAR c SAR c SAR a CAR k CAR.

ROMAN EMPIRE <Jack McHugh>: Remove a CAE. Has 10d; a LON a BEL a POE a DAC a SIR; a SER; a PYD; a GIN; a GEN; a RHA; a AQL; a NOR; a MAS; a GSU; a NAB; a CAU; a NUM; a LUS; a TIN; a MTI; a HRE; a NMI; a TRI; a LSU; a ROM; k ROM; a SLO; a SAM; a RHE; a EPI f MIB.

VANDALS <Tim Raithe!>: Build C ADe, a SAX. Has 0d; a HER; a AUG; a ARG; a ALP; a ALP; k ???.

Gamenotes:

1) Please note that the Hun's order reading "c CAR-aes/iaz" should read "c car-AES/iaz" (its first move succeeded).

DEADLINE FOR 442 AD IS: August 20, 1988.

FIREPOWER Spring 2108

Final Conflict

1984 Ugf20

AUS <Tom Mainardi>: a kor-PEK [c f YEL s p PHIL]; a ind-SIN [s p CAN]; f MEL-h; f bri-JAV [s p SUM]; f syd-BRI; f mwp-NWP; f nez-SWP; f bob-IND [s f NEI]; p MAL-s-f yel.
 BRA <Brady Richter>: *a nam-h (r: bot otb); f sea-SWA; f bel-SAL; p AMA-s-SAF-f sal-mwa.
 CHI <Jack McHugh>: Gives \$2 to SAF.
 PAL <Brad Wilson>: a SHA-sin. Enters civil disorder.
 RUS <Dave Anderson>: a VLA-s-a man; a oms-MON [s a MAN]; a teh-KAZ; a kur-TUR; a IBE-mor; F eng-NEA; f soj-JAP [s p MAN]; p mos-BAL; p ger-FRA.
 SAF <John Crow>: a sud-TEH [c f PSG s f BAG p BAG p EGY]; p ang-SUD; f cap-NAM [s a ANG]; a PAK-sin; f som-NWI; f swp-SEP; f ade-SEI; f med-MOR [s p SYR]; f RIO-arg; f sal-MWA [s BRA p ama].
 USA <Mikel Petty>: f COL-arg; a MEX-col [c f MEP]; f CEN-s-f mep; f HAW-s-saf-f swp-mwp (nso); f ven-GUI; f NWA-mwa; f ice-LAB; p alb-MEX; p mex-VEN.

AUS/RUS/SAF/USA draw fails: YES= 2 NO= 4 NVR= 1. The draw is reproposed.

Ill-Gotten Gains: AUS: sin. BRA: SAL. RUS: JAP tur. SAF: NAM TEH.

GAMENOTES:

- 1) SAF has no f NWI (shown in adjudications but not on map) or p IND (not shown on map but in adjudication).
- 2) RUS has a TEH and a KUR (not shown on map but in adjudication).
- 3) Yes, I'll triple check the map this time. Sorry about the confusion, but I don't think this will delay the game.
- 4) SAU is now possible.
- 5) CHI and PAL are both officially out of the game at this point. Thanks to Brad and Jack for completing their positions.

DEADLINE FOR FALL 2108 ORDERS: August 27, 1988.

PRESS:

EXERPT FROM "A HISTORY OF THE THIRD WORLD WAR", PROF CHARLES HODGKINS, AMACRON-RAND PUBLISHING (COPYRIGHT 2152) CHAPTER 8, THE RUSSIAN BEAR: "2107 had been the year of the bear, Russian forces had succeeded across the globe; Russian blustering and threats had quenched the United State's ambition to resurrect the NATO alliance, South African forces were evicted from the European mainland, and in a major surprise offensive the bear captured valuable Iranian oil fields, in turn devastating SAF forces and oil reserves.

The Russian armies trampled resistance in Asia in what appeared to be a burgeoning Russo-Australian alliance. The alliance missed a step when Russian and Australian naval forces clashed over Japan, and one had to wonder; had the alliance fractured before it had fused."

In Spring 2108 Russia's newly acquired territories would be challenged, it would lose Tehran, again clash with Australia over Japan, suffer heavy losses in its plunge through Korea, where cornered Australian troops fought to the last man, and guard its west European holdings from always near American and SAF forces. Winds of change were in the air..."

EXCERPT FROM "A HISTORY OF THE THIRD WORLD WAR, CHAPTER 9, WINDS OF CHANGE": "Nowhere were winds of change more obvious than in South America. The theories at the time were that the nuclear devastation of SAF troops in the middle-east opened its eyes to the horrors of war; cynics concluded a secret treaty between Russia and South Africa, spurred by Russia's funding of Brazilian and dissident Namibian guerillas on the African mainland. Whichever, and history has not since revealed, South Africa sought a separate peace in Brazil, unilaterally abandoning its fortifications and military harbors.

That this happened at the same time as SAF's major elections could lead to a treatise on domestic politics affecting..."

ARIES: I have to say that this game is beginning to get its second wind, as things become a little uncertain diplomatically. Should be a fair amount of negotiating out there.

GLASNOST

RUNESTONE POLL DIPLOMACY

Game Delayed

I received a phone call from Nick Dowling stating that he didn't receive the game start notice. You know something is wrong when you don't know what country you are playing but somebody else does. Therefore, the deadline for this game is pushed back to August 20th. And how about doing some negotiating while you're at it?

SINISTAR

DUNE

Turn 2 Combat

Correction to movement: Harkonnen had ordered 3 (Carthag) to Cielago North. Also, shipment and BG advisor were to Carthag, and not Arrakeen.

Guild vs. Emperor in Habbanya Ridge Sitch:

	Dial	Spice	Leader	Attack	Defense	Winner
E	8	8	Bashar	Trip to Gamont	Jubba Cloak	
G	9	9	Guild Rep	Ellaca	None	X X X

Bashar dies as do all other Emperor tokens. Nine Guild tokens die. All cards discarded except the Ellaca Drug. Two spice go to the Guild for Bashar's water.

Turn 2 Spice Collection: Atreides collects 10S (Minor Erg plus Arrakeen). Guild collects 1S (Tuek's Sitch). Harkonnen collects 10S (Cielago North plus Carthag).

Turn 3 Storm Round: Moves 3 to sector 16 (The Greater Flat).

Turn 3 Spice Blow: Cielago South (12S); Wind Pass North (6S).

Turn 3 Bids: All players are eligible. BG's get CHOAM.

Board Position Prior to Turn 3 Bid Round:

A <Mark Strouthes>: Holds 2 cards. Has 2 (Arrakeen), 8 (Minor Erg), 3 (Tanks), 7 (Reserves).

B <Bobby Laboon> : Holds 2 cards. Has 1 (Carthag), 2 (Imperial Basin), 2 (Hab Rdg Stch), 15 (Reserves).

E <Jack McHugh> : Holds 2 cards. Has 10 & Bashar (Tanks), 10 (Reserves).

F <Brady Richter> : Holds 2 cards. Has 6 (Cielago S), 1 (False Wall E), 1, Jamis (Tanks), 9, 3* (Reserves).

G <Roger Cox> : Holds 1 card. Has 2 (Tuek's Sitch), 1 (Habbanya Rdg Stch), 9 (Tanks), 8 (Reserves).

H <Chester Gates> : Holds 6 cards. Has 1 (False Wall W), 3 (Carthag), 3 (Cielago N), 3 (Tanks), 10 (Reserves).

DEADLINE FOR TURN 3 BIDS: August 20, 1988.

PRESS:

EMPEROR TO GUILD: "You know of course, this means war!" (Bugs Bunny).

ARIES: Wrong Chester; you shipped to Carthag. You did James, you did!

WANTED: Any IBM software. Especially pirated games! You know who to send it to.

CIVILIZATION WORKSHEET

Card Purchased	Paid	Value	Arts <input type="checkbox"/>	Crafts <input type="checkbox"/>	Science <input type="checkbox"/>	Lit.	C I V I C S Law <input type="checkbox"/> Demo <input type="checkbox"/> Phil. <input type="checkbox"/>
1)							
2)							
3)							
4)							
5)							
6)							
7)							
8)							
9)							
10)							
11)							

This issue is going longer than I thought. To give you some insight into publisher's philosophy, let me tell you the story. I can mail five sheets for under one ounce, so if I have six sheets to send out, I pay extra postage. To get the most out of my postage money, we throw in another page. It was this or cut back Foot In Mouth until next issue. As John has his heart so set on getting this issue published, I couldn't deny its printing this time around. So it's time for Tommie's Filler!.

My first bit of filler is this Civilization play aid. About two years ago, I submitted an article on the game which was rejected by The General in preference of a rewrite. It was about that time that I moved to New Jersey, so that got shelved. I was digging around for Tommie's Filler! and was thinking of printing the article. It's too big for mere filler, and I'd like to give it a rewrite for resubmission to Rex-baby.

What we have here is a spreadsheet that allows players to keep track of their purchases. To use it, simply fill out the information across the sheet. When you buy additional cards, add up the numbers and write it in the top half of the next box down--this allows you to keep running totals.

It can be used to keep tabs on bonuses (which must be taken; players cannot refuse to take a bonus so that they can get rid of more tokens from treasury). It is frustrating to have to continually add up your card values several times during the game whereas you could better use your time for negotiating. Diehards can even save their sheets from game to game to formulate purchase strategies for different positions. If you do so, it would be a good idea to write whether the position finished in first, second, etc.

The second bit of Tommie's Filler! is to announce my plans to attempt a Final Conflict IV. There have been a few comments generated both pro and con, and I think that a revision to correct some of the problems may be beneficial. Some of the ideas include:

1) Making Europe a power. Many people have commented that they would like to see it represented, and I guess that I shouldn't stand in the way. It could result in a more controlled Russia, and give South Africa a run for its money in western Africa.

2) Weakening Australia, strengthening China or somehow giving Australia and China more incentive to ally.

3) Altering the costs of units to encourage more army building, and discouraging "rapid deployment force" retreats otb. Proposed: fleets (\$4 to build, \$3 to maintain) planes (\$3 to build, \$2 to maintain) armies (\$2 to build, \$1 to maintain) nukes (\$8 to build, \$1 to maintain).

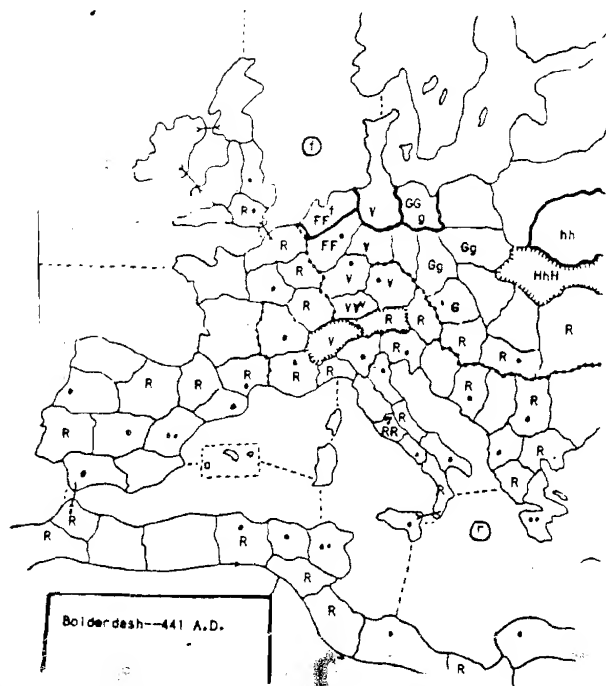
4) Blind variation: Players receive intelligence reports on their own possessions, and reports from satellite units which are built to gather unit positions and to defend its province from nuclear attack (cost \$3 to build and \$3 to maintain).

5) Make the arab nations a group of neutrals that players can buy out as puppets. As such, some of the arab centers will become double supply centers, with the excess money used to build more arab units or as pocket money for its controller. Possibly make Dallas a supply center, with USA starting with an additional fleet in the Persian Gulf.

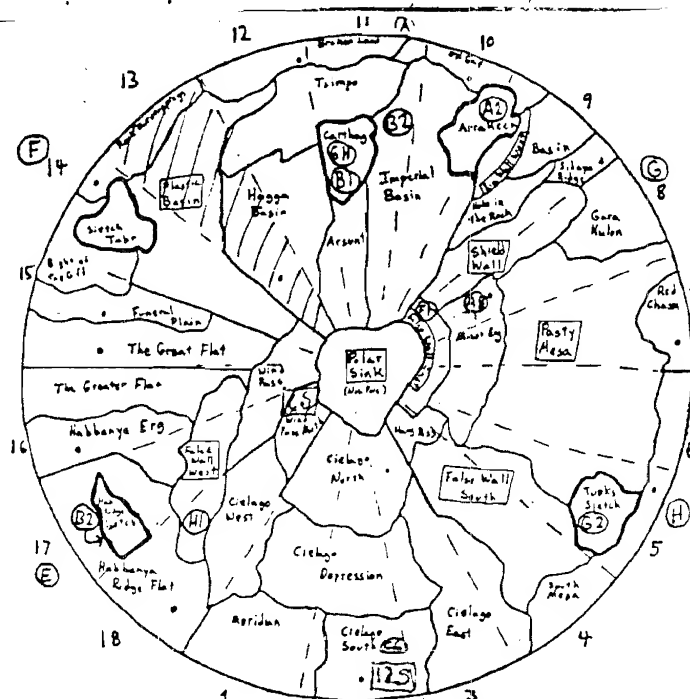
6) Allow "piggy back" convoys, using rules similar to VANDALS! (armies board fleets at sea and are allowed to disembark during the retreats phase--that is, players can unload their army immediately into any unoccupied province after seeing that turn's results. This could be done using conditional orders for pbm play).

I would love to hear any comments you may have, as I'd like to make Final Conflict IV a worthwhile project. I remember saying that #3 was the last revision, but I think that it can be improved to become a more dynamic and conclusive game. It appears that the game can reach a stage where nobody can deliver a decisive deathblow; FC IV would allow for this.

Still waiting for Brady's Star Traders review. How about it, buddy!?!



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Crow	John	1005 Tensley Drive
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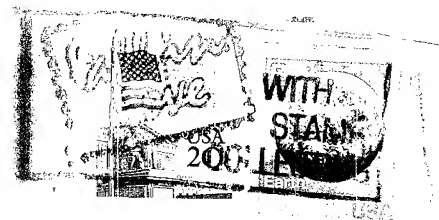


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Sample

See page

What else can I submit "Salleri"?